PERSONAL INFORMATION:

Max Willis

maxwillismax@gmail.com

www.maxwillis.net

Linkedin: www.linkedin.com/in/max-willis-7603ba40

Orcid ID: 0000-0001-9718-4966

Born: Ipswich, United Kingdom 03/02/1972

Nationality: USA

Resident in: Bilbao, Bizkaia, Spain

PERSONAL STATEMENT:

I am an interaction designer, human computer interaction (HCI) design researcher, and futurist with interests and experience in participatory practices, critical and speculative design methodologies. I hold two terminal degrees, both of which focussed on HCI and design-led investigations using creative inquiry and innovative qualitative methods. My current trajectory is towards design activism, prototyping hard and soft artifacts to engage, confront, and disrupt, and backcasting to identify concrete steps we can take to address sustainability challenges. From the hard technology aspect of HCI, I have been exploring low-cost, open source environmental monitoring technologies for citizen science, and computational ontologies for social-ecological systems research. On the soft social facet, I develop participatory sense-making activities for knowledge co-production, integration of social-ecological system frameworks, FAIR and Open Science practices to challenge the status quo of compartmentalized knowledge and unequal access to environmental data and technologies. I have trained in co-creation and have nearly a decade of experience guiding groups for transformational and organizational change, and am also certified as a scientific diver for marine and coastal biodiversity survey, sample and data collection, and underwater photogrammetry. From these distinct social and technical perspectives emerge unique insights on technology mediation and social-ecological systems, integrating social and environmental data, and methods to collaborate, teach and learn with scientists and stakeholders, to shape equitable and sustainable futures.

EDUCATION:

2015-2019 **PhD Information and Communication Technology**

University of Trento, Dept. of Information Sciences and Engineering, Italy

TIM Semantics & Knowledge Innovation Lab, Italy

Supervisors: Dr. Antonella De Angeli, Dr. Chiara Bassetti, Dr. Massimo Zancanaro

Thesis title: On agonism and design: dialogues between theory and practice

2006-2009 MFA Masters of Fine Arts in Creative Media, *Graduated with Distinction*

City University of Hong Kong, School of Creative Media, Hong Kong, PRC

PUBLICATIONS:

Willis, M. & Adamo, G. (2024). *Ontology-based interaction design for social-ecological systems research*. Submitted to [redacted] conference 2024

Willis, M. & Adamo, G. (2023). *Environmental monitoring from the periphery? Exploring low-cost and open technology futures through a speculative artefact.* Prepared for submission to [redacted] journal

Adamo, G., & Willis, M. (2023). *The Omnipresent Role of Technology in Social-Ecological Systems: Ontological Discussion and Updated Integrated Framework*. In Research Challenges in Information Science: Information Science and the Connected World. Springer Nature Switzerland.

Adamo, G., & Willis, M. (2022). *Technologically mediated practices in sustainability transitions:* environmental monitoring and the ocean data buoy. Journal of Technological Forecasting and Social Change.

Adamo, G. & Willis, M. (2022). *Conceptual Integration for Social-Ecological Systems*. In the International Conference on Research Challenges in Information Science (pp. 321-337). Springer, Cham.

Willis, M., Adamo, G., Hanna, J. & Auger, J (2021). *Towards Sustainable Island Futures: Design for Ocean Wave Energy*. Journal of Futures Studies, 4/25.

Willis, M., Hanna, J., Encinas, E. & Auger, J. (2020). Low Power Web: Legacy Design and the Path to Sustainable Net Futures. CHI Conference on Human Factors in Computing Systems.

Adamo, G., Mushiva, M. & Willis, M. (2017). *Persuasion and Empathy in Computer Games, An Ontological Perspective*. 11th Philosophy of Computer Games Conference, Krakow PL.

Willis, M., De Angeli, A. & Zancanaro, M. (2017). *Experience Probes: Immersion and Reflection between Reality and Virtuality*. IFIP Conference on Human-Computer Interaction INTERACT2016.

Willis, M. & Christ, M.C. (2016). *Listening to the Walkable City*. 12th International Conference on the Design of Cooperative Systems

PROFESSIONAL EXPERIENCE:

01/2023- **Researcher**, Basque Center for Climate Change BC3, Leioa, Bizkaia, Spain 06/2023 *Role*: project development coastal pathogens, training materials and game design for semantic modeling, ARIES, Artificial Intelligence for Environment and Sustainability

2020-2023 **Integrated Researcher**, Interactive Technologies Institute / Laboratory for Robotics and Engineering Systems (ITI/LARSyS), Lisbon, Portugal.

*Role: Low-cost open source environmental monitoring technologies (wave & water) www.islandfutures.net/databuoy

PROFESSIONAL EXPERIENCE (cont.):

2019-2021 Postdoctoral Researcher, Interactive Technologies Institute Madeira, Portugal. www.iti.larsvs.pt Project: Redesigning Madeira: Using Speculative Design to Rethink Energy Policy and Consumer Behaviour. Role: AGILE Small Project Management, Speculative Design Research Supervisors: James Auger, Julian Hanna, Nuno Nunes 11/2015-Research Associate, Hong Kong Stairs Archive, 12/2015 Hong Kong Polytechnic University, School of Design, Hong Kong, PRC *Role*: co-design of walkable cities mapping project hkstairmap.stairculture.com 2014-2015 Research Associate, Co-Creation Initiative Hong Kong Polytechnic University, School of Design, Hong Kong, PRC Role: Participation and collaborative innovation workshops and interaction design 2011-2013 Art Technology Consultant, Penghao Theatre Beijing, PRC Role: Events management, performances, lectures, lighting, stage & sound design 12/2011-Senior Research Assistant, City University of Hong Kong 03/2012 Hong Kong, PRC Role: Documentary film art director, Dir. Dr. S. Louisa We 2010 **Researcher,** Institute of Creative and Cultural Industries Beijing Normal University, Beijing, PRC Role: Research and project background development with Prof. Leon Xiao 2009-2010 Senior Research Assistant, City University of Hong Kong Hong Kong, PRC Role: GE Curriculum Development, Drawing and Modern Painting 2009 Consultant, World Wide Fund for Nature (WWF) Hong Kong Hong Kong, PRC Role: Development of Mai Po Wetlands and RAMSAR bird sanctuary virtual tour 2009 Senior Research Assistant, City University of Hong Kong, School of Creative Media

TEACHING ACTIVITIES:

Hong Kong, PRC

2023- **Education game development,** for teaching and learning formal ontologies, collaboration with Semantics, Cybersecurity & Services (SCS) group University of Twente, NL

Role: Gendered perspectives in Hong Kong Independent Documentary Filmmaking

TEACHING ACTIVITIES (cont.):

2022-23 **E-learning development,** Artificial Intelligence for Environment & Sustainability (ARIES), for Plan Complementario España, Basque Center for Climate Change Leoia, Spain

2014 **Guest Instructor,** City University Hong Kong, School of Creative Media Hong Kong, PRC Visual Literacy and Cultural Thinking, linocut printing workshop

2013-2015 **Visiting Lecturer**, Hong Kong Polytechnic University, School of Design Hong Kong, PRC

BA Interactive Media

Digital Aesthetics, Multiplatform Publishing, Design for Interactive Entertainment

MSc Multimedia Entertainment and Technology Sound Design, Interactive Multimedia Environments

04/2014 **Guest Instructor,** Chinese University of Hong Kong

Hong Kong, PRC

Postgraduate Program in Visual Cultures

2009 Lecturer, Hong Kong Polytechnic University, School of Design

Hong Kong, PRC

Multimedia Fundamentals, Computing Technology, Design in the Post Digital Age

2007-2009 **Teaching Assistant,** City University of Hong Kong, School of Creative Media

Hong Kong, PRC

Courses co-taught: Society, Culture and New Technology, Art of Moving Image

INVITED PRESENTATIONS / CONTRIBUTIONS / ATTENDANCE:

07/2024 **Workshop chair (upcoming)**, 1st Playing with Meanings (PwM) workshop,
Joint Ontology workshops (JOWO) at the conference on Formal Ontology in Information
Systems FOIS 2024 Enschede, Netherlands 15-19 July 2024

Workshop chair (upcoming), Exploring ontology-based design interactions for sustainability research. 18th International Conference on Research Challenges in Information Sciences, Guimarães, Portugal, 14-17 May, 2024

O5/07/2023 **Seminar and Workshop facilitation**, *The role of ontologies & semantics in integrated modeling for social and environmental sustainability* at Semantics, Cybersecurity & Services (SCS) group, University of Twente, The Netherlands

Panel chair and presenter, MARE People and the Sea Conference XII, Technological mediation of existential threats from the deep: a postphenomenological account of marine and coastal knowledge production and its potential impacts on ocean policy. At Center for Maritime Research, University of Amsterdam, The Netherlands

04/2023- **Pool of experts member,** EU Mediterranean Marine Spatial Planning Community of Practice (MED-MSP-CoP)

2021	Guest Reviewer, International Association of Societies of Design Research Conference IASDR 2021
2021	Program Committee, 14 th Italian SIGCHI Chapter CHItaly2021
02/2018	Program Committee, 2018 Digital Games Research Association Conference DIGRA18
05/2017	Seminar attendance, Researching the Transgressive Aspects of Gaming and Play, Media Mutations Conference, University of Bologna, Italy
04/2017	PhD Consortium, International City-Gaming Conference Het Nieuwe Instituut, Rotterdam, The Netherlands
10/2016	Presenter, Charting the Digital: Play, Discourse, Disruption, Design. Venice, Italy, <i>Urban Location Based Games Education in Hong Kong, PRC</i>
10/2016	Participant, Games For Cities COST Training School, Amsterdam University of Applied Sciences, The Netherlands, Lectorate of Play & Civic Media
08/2016	Participant, Theatre in Design: Improvisational Theatre for Social Design, NORDES PhD Summer School, University of Southern Denmark
2013-2014	Intern, OpenCog Artificial General Intelligence (AGI) Research Hong Kong Polytechnic University, School of Design
04/2010	Panel Member, Creative Asia 2010 Asian City Culture Creative and Design Alliance Jinning, PRC

GRANTS AND AWARDS:

2015 Industrial grant award, Telecom Italia (TIM) Semantics & Knowledge

Innovation Lab, Povo, Italy

Full PhD scholarship and stipend 2015-2019

2009 **Graduation with Distinction,** Masters of Fine Arts Degree

City University of Hong Kong, School of Creative Media

LANGUAGES:

English (fluent) German (advanced) Spanish (conversational) Mandarin Chinese (basic)

INFORMATION AND COMMUNICATION TECHNOLOGY (ICT) SKILLS:

HTML5, CSS, JavaScript, wordpress, responsive web design, User Interface (UI) and User Experience (UX) design

Arduino coding and mechatronics prototyping, remote sensor networks, wireless communications, data collection and database organization, tangible interfaces, installations, brain-computer interface

Linux command line, HTTP, SFTP, SSH encryption, basic python for computation, data analysis and simple Natural Language Processing (NLP), Grep

Video documentary and editing, field audio recording, studio voice and music mastering, MaxMsp, video and sensor-based motion tracking, DMX theatre lighting, ambisonics surround sound, open source audiovisual and graphics tools

Excel, AtlasTi, basic Unified Modelling Language UML, Latex and Overleaf, Protoge, git

OpenStreetMaps, Garmin, GPS tracking, mapping and geo-located data collection, drone survey, photogrammetry, cartography and meteorology for coastal navigation, Marine Spatial Planning

ADDITIONAL QUALIFICATIONS:

International Certificate of Competence (ICC) coastal power and sail boat operator

Restricted Radio Operator (USCG), Marine radio operator (RYA)

Global Maritime Distress and Safety Systems (GMDSS)

Scientific Diver, Center for Marine Sciences (CCMAR, Faro, PT)

First Aid / CPR / Oxygen Provider, Diver Stress and Rescue, Scuba Schools International (SSI)

DIR Dive Fundamentals, Global Underwater Explorers (GUE)

Enriched Oxygen, Advanced Open Water Diver, Professional Association of Dive Instructors (PADI)

Day Skipper, Royal Yachting Association (RYA)